INDEX

to

SIMULATION AND GAMES

Volume 13

Number 1 (March 1982) pp. 1-128
Number 2 (June 1982) pp. 129-255
Number 3 (September 1982) pp. 256-376
Number 4 (December 1982) pp. 377-512

Authors:

ANDERSON, DAVID E., "Computer Simulations in the Psychology Laboratory," 13.
ASSA, ISAK, "Management Simulation Games for Education and Research: A Comparative Study of Gaming in the Socialist Countries," 379.
BERNSTEIN, GEORGE, see Bredemeier, Mary E.
BIRNBAUM, ROBERT, "Games and Simulations in Higher Education," 3.
BOHLANDER, GEORGE W., see Stevens, George E.
BREDEMEIER, MARY E., "*The Commons Game* by Richard Powers" [Game Review], 497.
——— "NASAGA News and Notes" [Informal Communications], 491.
——— BERNSTEIN, GEORGE, and OXMAN, WENDY, "*Ba Fa Ba Fa* and Dogmatism/Ethnocentrism: A Study of Attitude Change Through Simulation-Gaming," 413.
BRUIN, KLAAS, "ISAGA News and Notes" [Informal Communications], 486.
COOLEY, BELVA J., see Cooley, John W.
COOLEY, JOHN W. and COOLEY, BELVA J., "Internal Accounting Control Systems: A Simulation Program for Assessing Their Reliabilities," 211.
CHRISTY, DAVID P., see Watson, Hugh J.
COUSINS, JACK E., "Principles and Practices of Gaming Simulation by Cathy Stein Greenblat and Richard D. Duke" [Book Review] 501.
DEBENHAM, JERRY D., see Murphy, Michael J.
DISKIN, ABRAHAM, see Felsenthal, Dan S.
DUKE, RICHARD D., "Management Under Complexity: Gaming/Simulation as a Predecisional Tool," 365.
FELSENTHAL, DAN S. and DISKIN, ABRAHAM, "Two Bargaining Solutions: An Experimental Reevaluation," 179.
GLENN, ALLEN D., GREGG, DANIEL, and TIPPLE, BRUCE, "Using Role-Play Activities to Teach Problem Solving: Three Teaching Strategies," 199.
GOOSEN, KENNETH R., "ABSEL News and Notes" [Informal Communications] 484.
GREGG, DANIEL, see Glenn, Allen D.

HARDY, RICHARD J., KING, JAMES D., RIDDLESPERGER, JAMES, Jr., "The Presidential Selection Process: Role-Playing in a Large American Government Class," 451.
HINES, SUSAN C., see Murphy, Michael J.
KEON, THOMAS L., see Thompson, Kenneth R.
KING, JAMES D., see Hardy, Richard J.
KLINGMAN, AVIGDOR, "Persuasive Communication in Avoidance Behavior: Using Role Simulation as a Strategy," 37.
KOMAROV, VLADIMIR F., see Yefimov, Vladimir M.
LAW-YONE, HUBERT, "Games for Citizen Participation," 51.
LEDERMAN, LINDA COSTIGAN, see Ruben, Brent D.
LYONS, NORMAN R., "The Information Game: An Experimental Tool for the Study of Information-Processing Behavior," 86.
McKELVEY, RICHARD D. and ORDESHOOK, PETER C., "Two-Candidate Elections Without Majority Rule Equilibria: An Experimental Study," 311.
MEYER, MANFRED, "Elucidating Administrative Decision Making in Hospitals: A Hospital Management Game," 63.
MURPHY, MICHAEL J., HINES, SUSAN C., and DEBENHAM, JERRY D., "Simulating Collective Bargaining in Education," 131.
NIXON, JOHN E., see Yantis, Betty.
NORRIS, DWIGHT R. and SNYDER, CHARLES A., "External Validation of Simulation Games," 73.
ORDESHOOK, PETER C., see McKelvey, Richard D.
OXMAN, WENDY, see Bredemeier, Mary E.
PARTRIDGE, S. E. and SCULLI, D., "Management Skills and Business Games," 165.
PLUMMER, CHARLES M., "*Future School* Simulation/Game: Changing Attitudes with Counterattitudinal Role Playing," 92.
RIDDLESPERGER, JAMES, Jr., see Hardy, Richard J.
RUBEN, BRENT D. and LEDERMAN, LINDA COSTIGAN, "Instructional Simulation Gaming: Validity, Reliability, and Utility," 233.
SCULLI, D., see Partridge, S. E.
SMIT, PETER H., "Proposed Planning Procedures: Gaming-Simulation as a Method for Early Assessment," 263.
SMITH, RICHARD L., "*Computer Bismarck* by Strategic Simulations, Inc." [Game Review], 245.
SNYDER, CHARLES A., see Norris, Dwight R.
STEVENS, GEORGE E. and BOHLANDER, GEORGE W., "Labor Management Negotiations: Practice for Tomorrow," 468.
STRAUS, MURRAY A., "*The Change Agent Game* by Everett M. Rogers and Charles B. Weinberg" [Game Review], 251.
THOMPSON, KENNETH R. and KEON, THOMAS L., "The Creation of Certain and Uncertain Environments: A Study Using a Management Simulation," 437.
TIPPLE, BRUCE, see Glenn, Allen D.
WARD, JEAN E., "*Save the Whales* by Kenneth E. Kolsburn" [Game Review], 122.
WATSON, HUGH J. and CHRISTY, DAVID P., "The Evolving Use of Simulation," 351.
WILSON, W. KEVIN, "*Computer Rage* by Creative Computing" [Game Review], 120.
WYNN, M. and Associates, "Teaching Land Administration: Case Study Simulations," 293.

YANTIS, BETTY and NIXON, JOHN E., "Interpersonal Compatibility: Effect on Simulation Game Outcomes," 337.
YEFIMOV, VLADIMIR M. and KOMAROV, VLADIMIR F., "Developing Management Simulation Games," 145.

Articles:

"*Ba Fa Ba Fa* and Dogmatism/Ethnocentrism: A Study of Attitude Change Through Simulation-Gaming," Bredemeier et al., 413.
"Computer Simulations in the Psychology Laboratory," Anderson, 13.
"The Creation of Certain and Uncertain Environments: A Study Using a Management Simulation," Thompson and Keon, 437.
"Developing Management Simulation Games," Yefimov and Komarov, 145.
"Elucidating Administrative Decision Making in Hospitals: A Hospital Management Game," Meyer, 63.
"The Evolving Use of Simulation," Watson and Christy, 351.
"External Validation of Simulation Games," Norris and Snyder, 73.
"*Future School* Simulation/Game: Changing Attitudes with Counterattitudinal Role Playing," Plummer, 92.
"Games and Simulations in Higher Education," Birnbaum, 3.
"Games for Citizen Participation," Law-Yone, 51.
"The Information Game: An Experimental Tool for the Study of Information-Processing Behavior," Lyons, 86.
"Instructional Simulation Gaming: Validity, Reliability, and Utility," Ruben and Lederman, 233.
"Internal Accounting Control Systems: A Simulation Program for Assessing Their Reliabilities," Cooley and Cooley, 211.
"Interpersonal Compatibility: Effect on Simulation Game Outcomes," Yantis and Nixon, 337.
"Labor Management Negotiations: Practice for Tomorrow," Stevens and Bohlander, 468.
"Management Simulation Games for Education and Research: A Comparative Study of Gaming in the Socialist Countries," Assa, 379.
"Management Skills and Business Games," Partridge and Sculli, 165.
"Management Under Complexity: Gaming/Simulation as a Predecisional Tool," Duke, 365.
"Persuasive Communication in Avoidance Behavior: Using Role Simulation as a Strategy," Klingman, 37.
"The Presidential Selection Process: Role-Playing in a Large American Government Class," Hardy et al., 451.
"Proposed Planning Procedures: Gaming-Simulation as a Method for Early Assessment," Smit, 263.
"Simulating Collective Bargaining in Education," Murphy et al., 131.
"Teaching Land Administration: Case Study Simulations," Wynn et al., 293.
"Two Bargaining Solutions: An Experimental Reevaluation," Felsenthal and Diskin, 179.
"Two-Candidate Elections Without Majority Rule Equilibria: An Experimental Study," McKelvey and Ordeshook, 311.

"Using Role-Play Activities to Teach Problem Solving: Three Teaching Strategies," Glenn et al., 199.

Book Review:

"Principles and Practices of Gaming Simulation by Cathy Stein Greenblat and Richard D. Duke," Cousins, 501.

Game Reviews:

"*The Change Agent* Game by Everett M. Rogers and Charles B. Weinberg," Straus, 249.
"*The Commons Game* by Richard Powers," Bredemeier, 497.
"*Computer Bismarck* by Strategic Simulations, Inc.," Smith, 245.
"*Computer Rage* by Creative Computing," Wilson, 120.
"*Save the Whales* by Kenneth E. Kolsburn," Ward, 122.

Informal Communications:

"ABSEL News and Notes," Goosen, 484.
"ISAGA News and Notes," Bruin, 486.
"NASAGA News and Notes," Bredemeier, 491.

News and Announcements:

125, 251, 374.